

Listing of Claims:

The listing of claims will replace all prior versions, and listings, of claims in the application:

1-5. (Canceled)

6. (Currently Amended) A casino gaming system comprising:

a casino gaming network;

a plurality of casino gaming servers, each casino gaming server configured to provide one or more downloadable casino games to casino gaming machines via said casino gaming network; and

a casino gaming machine comprising a display unit, a value input device, and a controller, wherein said controller is configured to:

establish a communications connection with each casino gaming servers in said plurality of casino gaming servers,

receive data representing server information regarding each casino gaming server of said plurality of casino gaming servers, said data representing server information regarding one or more of said downloadable casino games which each casino gaming server is configured to provide,

select a selected casino gaming server from said plurality of casino gaming servers;

transmit a signal to said selected casino gaming server requesting that one or more of said downloadable casino games be provided by said selected casino gaming server to said casino gaming machine over said casino gaming network,

download said one or more of said downloadable casino games from said selected casino gaming server via said casino gaming network,

initiate execution of one or more of said one or more downloadable casino games after said one or more downloadable casino games are downloaded,

generate a game display of said one or more of said one or more downloadable casino games on said display, and

determine a value payout associated with an outcome of said one or more of said one or more downloadable casino games after receiving said one or more of said one or more downloadable casino games from said selected casino gaming server,

wherein each casino gaming server of said plurality of casino gaming servers is configured to initiate termination of ~~terminate~~ said communications connection with said casino gaming machine while said communications connection with said casino gaming machine still exists if said signal requesting that one or more of said downloadable casino games be provided is not received by said each casino gaming server within a predetermined wait period.

7. (Previously Presented) The casino gaming system as defined in claim 6, wherein said display unit comprises a video display unit configured to generate video images.

8. (Canceled).

9. (Previously Presented) The casino gaming system as defined in claim 6, wherein said display unit comprises at least one mechanical slot machine reel.

10. (Previously Presented) The casino gaming system as defined in claim 6, wherein said controller is further configured to:

generate a display relating to one or more of said plurality of casino gaming servers on said display unit, and

receive a selection from a person of one of said casino gaming servers from among said one or more of said plurality of casino gaming servers displayed on said display unit, and wherein said controller is configured to select said selected casino gaming server from said plurality of casino gaming servers responsive to receiving said selection.

11. (Previously Presented) The casino gaming system as defined in claim 10, wherein said controller is further configured to generate a display relating to said data representing server information regarding each casino gaming server of said plurality of casino gaming servers.

12. (Previously Presented) The casino gaming system as defined in claim 6, wherein said controller is further configured to select said selected casino gaming server from said plurality of casino gaming servers based on said data representing server information regarding each casino gaming server of said plurality of casino gaming servers.

13. (Previously Presented) The casino gaming system as defined in claim 6, wherein said data representing server information regarding each casino gaming server of said plurality of casino gaming servers relates to at least one of the following factors for each casino gaming server of said plurality of casino gaming servers: data transfer rate, responsiveness, identification, load, geographic location, network subnet data, description, available gaming data and gaming data size.

14. (Previously Presented) The casino gaming system as defined in claim 6, wherein said controller is further configured to remove a casino gaming server from said plurality of casino gaming servers as an option for selection based on a threshold value, said threshold value relating to at least one of: data transfer rate, responsiveness, load, geographic proximity, network subnet data, available gaming data and gaming data size.

15. (Previously Presented) The casino gaming system as defined in claim 6, wherein said downloadable casino games relate to at least one of the following games: poker, blackjack, slots, keno or bingo.

16. (Previously Presented) The casino gaming system as defined in claim 6, wherein said gaming data relates to at least one of the following: a new game, a software update for a game and configuration data for a game.

17. (Previously Presented) The casino gaming system as defined in claim 6, wherein said controller is further configured to generate said game display from said gaming data.

18. (Previously Presented) The casino gaming system as defined in claim 6, further comprising a plurality of casino gaming machines connected to said casino gaming network.

19. (Currently Amended) The casino gaming system as defined in claim 18 further comprising a master gaming server, wherein said controller is programmed to communicate with said master gaming server.

20. (Previously Presented) The casino gaming system as defined in claim 19 further comprising a network server,

wherein said controller is further configured to:

provide said network server with a casino gaming machine identification and data to authenticate said casino gaming machine identification,

receive a network identification from said network server if said network server accepts said gaming apparatus identification and said data to authenticate said casino gaming machine identification, and

communicate with said master gaming server using said network identification.

21. (Previously Presented) The casino gaming system as defined in claim 20, wherein said controller is further configured to:

receive network server authentication data from said network server,

determine if said network server authentication data is authentic for said network server, and

accept said network identification if said network server authentication data is authentic for said network server.

22. (Previously Presented) The casino gaming system as defined in claim 18, wherein one or more casino gaming machines of said plurality of casino gaming machines is a master gaming server, wherein said controller of said one or more master gaming servers is configured to provide a list of said plurality of casino gaming servers to other casino gaming machines.

23. (Previously Presented) The casino gaming system as defined in claim 18, wherein one or more of said plurality of casino gaming machines is a casino gaming server, wherein said controller of said one or more casino gaming machines is programmed to provide gaming data to other casino gaming machines.

24. (Previously Presented) The casino gaming system as defined in claim 18, wherein said casino gaming machines are interconnected via the Internet.

25-46. (Canceled).

47. (Currently Amended) A method for downloading gaming data from a server gaming apparatus to a client gaming apparatus over a communications path, the method comprising:

providing server information data regarding a plurality of servers, the plurality of servers including either the server gaming apparatus and one or more gaming servers and the server information data including comparative data for one or more server parameters of the servers; receiving, by the client gaming apparatus, a selection, made according to the server information data, of a selected server from the plurality of servers, the selected server comprising the server gaming apparatus or one of the one or more gaming servers, the selection designating the selected server as a download source for gaming data for a game not available on said client gaming apparatus;

sending a request message to the selected server requesting the gaming data, wherein the server gaming apparatus is configured to ~~terminate~~ initiate termination of said communications path with the client gaming apparatus while said communications path with said client gaming apparatus still exists when ~~[[if]]~~ the server gaming apparatus fails to receive the request message within a predetermined wait period;

receiving the requested gaming data over the communications path from the selected server;

outputting of an outcome of a game of chance in accordance with the received gaming data responsive to the placement of a wager; and

issuing a value payout for play of the game of chance.

48. (Previously Presented) The method of claim 47, wherein the value payout is associated with the outcome of the game of chance.

49. (Previously Presented) The method of claim 47, wherein providing the server information data includes receiving the server information data from a gaming apparatus selected from the group consisting of: the client gaming apparatus, the server gaming apparatus, and a third gaming apparatus.

50. (Previously Presented) The method of claim 47, wherein the selection of the selected server is received from a player input.

51. (Currently Amended) The method of claim 50, further comprising displaying the server information data on a display.

52. (Previously Presented) The method of claim 47, wherein the selection of the server gaming apparatus is made by a controller.

53. (Previously Presented) The method of claim 47, wherein the server information data includes one or more parameters selected from the group consisting of: data transfer rate, responsiveness, identification, load, geographic location, network subnet data, description, available gaming data, and gaming data size.

54. (Previously Presented) The method of claim 47, wherein the gaming data relates to one or more types of data selected from the group consisting of: game data, software update data, and configuration data.

55-66. (Canceled)

67. (Previously Presented) The casino gaming system of claim 6, wherein said controller selects said selected casino gaming server according to data including a restriction on use of said downloadable casino games.

68. (Previously Presented) The casino gaming system of claim 67, wherein the restriction on use comprises availability of said downloadable casino game to said casino gaming machine and unavailability of said downloadable casino game to another casino gaming machine coupled with said plurality of casino gaming servers.

69. (Previously Presented) The casino gaming system of claim 67, wherein said server

information data is obtained by a master gaming server from said plurality of casino gaming servers.

70-72. (Canceled)

73. (Withdrawn, Currently Amended) A casino gaming server comprising:

- a communications interface;

- a memory;

- a downloadable casino game stored in the memory; and

- a controller, wherein the controller is configured to:

 - ~~enter a wait state after establishing~~ establish a communications connection with a casino gaming machine via the communications interface,

 - ~~make the downloadable casino game available for download to the casino gaming machine if a~~ receive a request is ~~received~~ for the downloadable casino game from the casino gaming machine ~~before the controller remains in the wait state longer than a predetermined period of time~~, and

 - initiate termination of ~~terminate~~ the communications connection if the request for the downloadable casino game from the casino gaming machine is not received by said casino gaming server within a predetermined wait period ~~before the controller remains in the wait state longer than the predetermined period of time~~.

74. (Withdrawn, Currently Amended) A non-transitory machine-readable medium having program instructions stored thereon for controlling a casino gaming server to perform the following tasks:

- ~~enter a wait state after establishing~~ establish a communications connection with a casino gaming machine via a communications interface,

- ~~make a downloadable casino game available for download to the casino gaming machine if~~ receive a request is ~~received~~ for ~~[[the]]~~ a downloadable casino game from the casino gaming machine ~~before the controller remains in the wait state longer than a predetermined period of time~~, and

- initiate termination of ~~terminate~~ the communications connection to the casino gaming

machine if the request for the downloadable casino game from the casino gaming machine is not received by said casino gaming server within a predetermined wait period ~~before the controller remains in the wait state longer than the predetermined period of time.~~

75. (New) The casino gaming system of claim 1, wherein the casino gaming server is further configured to send an acknowledgement to the casino gaming machine indicating that the communications connection is to be terminated prior to initiating termination of the communications connection.

76. (New) The method of claim 47, wherein the selected server is further configured to, prior to initiating termination of the communications connection, send an acknowledgement to the casino gaming machine indicating that the communications connection is to be terminated prior to initiating termination of the communications connection.